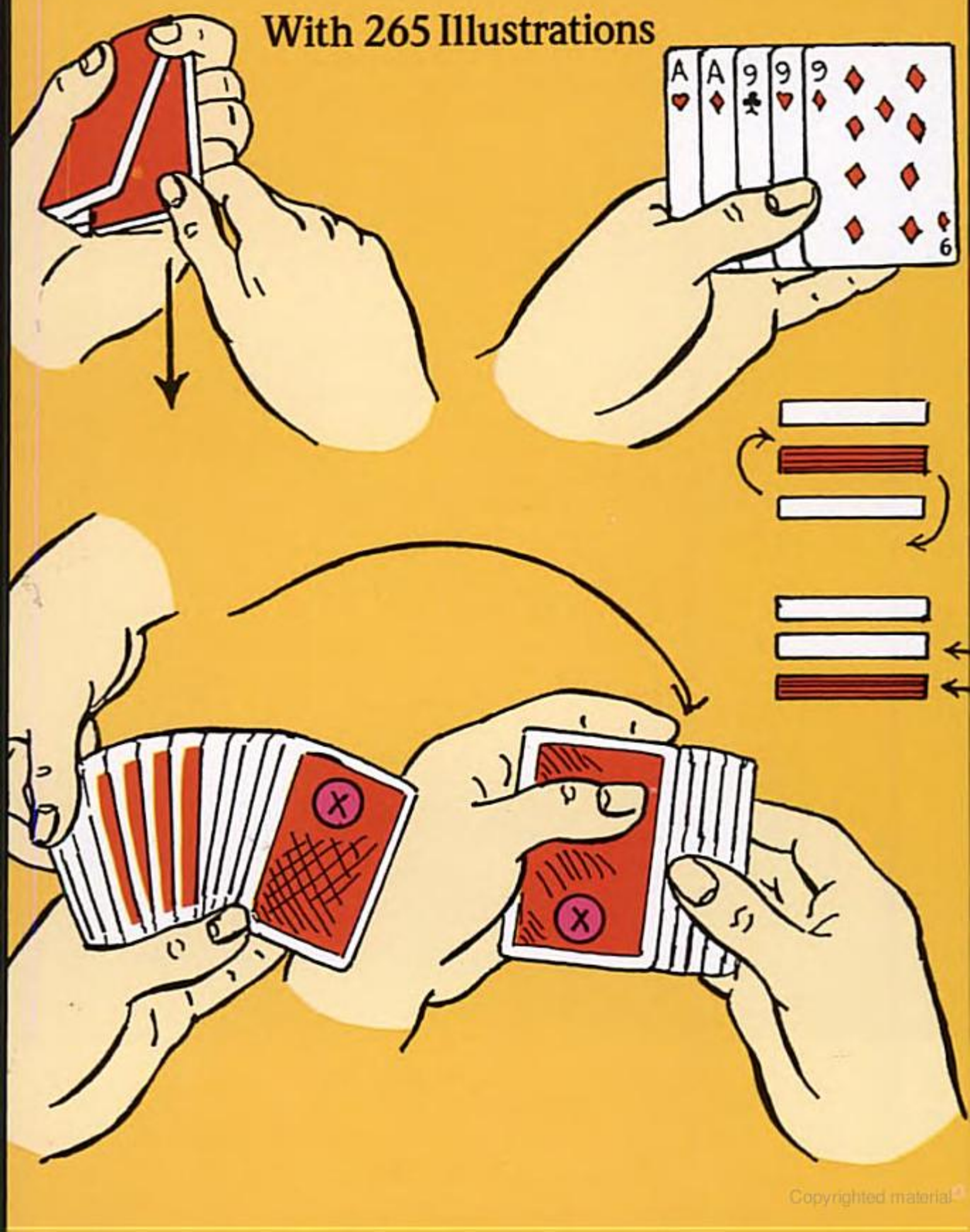
Karl Fulves

CHARLES JORDAN'S BEST CARD TRICKS

With 265 Illustrations



Copyrighted material

Copyright © 1992 by Karl Fulves.
All rights reserved under Pan American and International Copyright Conventions.

Published in Canada by General Publishing Company, Ltd., 30 Lesmill Road, Don Mills, Toronto, Ontario.

Charles Jordan's Best Card Tricks is a new work, first published by Dover Publications, Inc., in 1992.

Manufactured in the United States of America
Dover Publications, Inc., 31 East 2nd Street, Mineola, N.Y. 11501

Library of Congress Cataloging-in-Publication Data

Fulves, Karl.
Charles Jordan's best card tricks / by Karl Fulves ; with 265 illustrations by Joseph K. Schmidt.
p. cm.
ISBN 0-486-26931-0
1. Card tricks. I. Jordan, Charles T. (Charles Thorton), 1888–1944. II. Title.
GV1549.F8 1992
795.4'38—dc20 91-46089
CIP

Copyrighted material

Contents

Impromptu Card Tricks 1

1. The Hourglass Card Trick 1
2. A New Card Discovery 2
3. The Infallible Detection 2
4. "Infallible Detection" Notes 3
5. Forty-Nine 4
6. "Forty-Nine" Notes 5
7. The Keystone Card Trick 5
8. Double Prediction 6
9. Mephisto's Prediction 7
10. The Sequel 9
11. Master Stop Trick 9
12. The Spirit Mathematician 11
13. The Five Guesses 13
14. "Five Guesses" Notes 14
15. The Incomprehensible Destroyed Card 15
16. "Incomprehensible Destroyed Card" Notes 17
17. Card Tearing 18

The Banded Deck 21

18. The Straitjacket Reversed Card 21
19. Elasticity 22
20. The Escape 24
21. "Escape" Notes 27
22. The Triple Escape 28
23. The Impossible Journey 30
24. Transposition Extraordinary 31
25. The Downs Hinge Shift 33

Copyrighted material

26. The Downs Slip Cut 34
27. "Downs Slip Cut" Notes 34

Stacked-Deck Tricks 36

28. Psycholia 36
29. Divino 37
30. "Divino" Notes 38
31. Psychic Prediction 39
32. Mephistopheles' Touch 40
33. The Dream 41
34. C.T.J. Detection 42
35. Ex-Cello Card Discovery 43
36. Strange Coincidence 44
37. The Wizard's Will 44
38. "Wizard's Will" Notes 45
39. Discard Trick 46
40. The Missing Pair 46
41. "Missing Pair" Notes 47

Gambling Secrets 49

42. Quadruple Concentration 49
43. The Magi's Detection 50
44. "Magi's Detection" Notes 52
45. The Impenetrable Stop Trick 52
46. It's Up to You 54
47. Punched Card Notes 54
48. The Sagacious Joker 56
49. "Sagacious Joker" Notes 57
50. Impromptu Card Reader 58
51. Henry Gavin's False Cut 60

Sleight-of-Hand Tricks 61

52. Bewildero 61
53. Bewildero II 62
54. The Barefaced Detection 63
55. Color Divination 64
56. "Color Divination" Notes 65
57. Reversed Cards 66
58. Improved Pocket to Pocket 67

Copyrighted material

59. The Single-Card Reverse 68
60. The Half-Pack Reverse 71
61. "Half-Pack Reverse" Notes 72
62. The Alternate Reverse 72

More Impromptu Card Tricks 75

63. The Unknown Leaper 75
64. "Unknown Leaper" Notes 76
65. With the Mind's Eye 77
66. The Twentieth-Century Puzzle 79
67. Weirdo 80
68. The Fade-Out Vanish 82
69. An Impromptu Detection 82
70. "Impromptu Detection" Notes 83
71. Satan's Prophecy 84
72. Satan's Prophecy Improved 86
73. The Simplicity Speller 87
74. "Simplicity Speller" Notes 88
75. The Climax 90
76. "Climax" Notes 91

Prepared-Card Tricks 93

77. 1923 Card and Handkerchief 93
78. The Spirit Aces 95
79. The Brain Twister 97
80. Diabolical Reversed Card 98
81. Joker Monte 101
82. "Joker Monte" Notes 102
83. Pedro Monte 103
84. The Demon Color Change 104
85. "Demon Color Change" Notes 105
86. The Bisected Queen 106
87. The Monarch-Card-and-Pocket Mystery 107
88. The Contrary Clock 110
89. "Contrary Clock" Notes 112

Shuffle Systems 114

90. A Shuffle Secret 114
91. Close-Range Mind Reading 115

Copyrighted material

92. Long-Distance Mind Reading 116
93. The Premo 118
94. The Dealing Dovetail Detection 119
95. "Dealing Dovetail Detection" Notes 121
96. The Rolling-Off-a-Log Detection 121
97. "Rolling-Off-a-Log Detection" Notes 122
98. The Full Hand 123
99. "Full Hand" Notes 124
100. The Wonder Force 125
101. Improved Chevalier Card Trick 126
102. Thought Foretold 127
103. Premier Card Discovery 128
104. The Simplissimo Detection 128

Four-Ace Tricks 130

105. The Perennial Aces 130
106. "Perennial Aces" Notes 132
107. The Amazing Aces 133
108. The Bewitched Aces 135
109. "Bewitched Aces" Notes 135
110. The Pinochle Ace Trick 136
111. Leave It to the Aces 138
112. "Leave It to the Aces" Notes 139
113. Mystery Aces 140
114. "Mystery Aces" Notes 142

Subtle Secrets 143

115. New Card Reading 143
116. "New Card Reading" Notes 144
117. Stampedo 145
118. The New-Pack Detection 147
119. The Lifesaver 148
120. Coincidentally 149
121. "Coincidentally" Notes 151
122. Transfero 152
123. "Transfero" Notes 154
124. The Master Riddle 155
125. Satan's Trance 156
126. "Satan's Trance" Notes 158
127. Telepathic Control 159

Copyrighted material

More Stacked-Deck Tricks 160

128. Diabolical Transposition 160
129. "Diabolical Transposition" Notes 161
130. Fate and the Joker 162
131. An Odd–Even Experiment 163
132. The Mysterious Detective 164
133. Take-a-Peek Card Trick 165
134. The Flush Trick 166
135. Poker Player's Dream 167
136. The Poker Shark 168
137. The Vanished Card 170
138. "Vanished Card" Notes 171
139. Prophesied Spot Total 172
140. "Prophesied Spot Total" Notes 173
141. Cremo Card Restoration 173
142. Demon's Divination 174
143. "Demon's Divination" Notes 175
144. The Card-and-Number Mystery 176
145. Extraordinary Clairvoyance 176

Strippers and One-Way Decks 178

146. Stripper Secrets 178
147. Just the Reverse 179
148. The Four Flusher 181
149. Perfection Method for Strippers 182
150. "Perfection Method for Strippers" Notes 183
151. The Electrified Strippers 184
152. "Electrified Strippers" Notes 185
153. One-Way Secrets 186
154. The Wizard Reader 187
155. "Wizard Reader" Notes 188
156. The Hummer Detection 189
157. "Hummer Detection" Notes 190
158. Incomprendo Speller 191
159. "Incomprendo Speller" Notes 192
160. Mephistopheles' Own 194
161. Faces or Backs—Which? 195
162. Premo Detection 196
163. "Premo Detection" Notes 196
164. The Trio 197

Copyrighted material

165. Twentieth-Century Sorcery 198
166. Change Your Mind? 199

Further Impromptu Card Tricks 201

167. Etad-ot-Pu 201
168. The O.K. X-Ray 203
169. The Banner Card Discovery 204
170. The Haunted Deck 205
171. Sympathetic Sympathy 208
172. The 52-Card Trick 210
173. Presto Pass 212
174. "Presto Pass" Notes 212
175. A Novel Force 213
176. The Stabbed Pair 213
177. The Suits Unscrambled 214
178. Demon's Detection 216
179. "Demon's Detection" Notes 216
180. Satan's Touch 217

More Prepared-Card Tricks 218

181. The Nine-in-Ten Detection 218
182. The Utility Pack 219
183. "Utility Pack" Notes 220
184. The Latest Forcing Deck 221
185. "Latest Forcing Deck" Notes 222
186. The Mystery Problem 222
187. The Latest Haunted Ace 224
188. One Ahead 224
189. Poker Shark II 226
190. The Idol's Vision 227
191. Reverse English on the X-Ray 228
192. Spelling Any Card Called For 229

A Jordan Card Routine 231

193. The Inseparable Aces 231
194. The Ready Reckoner 232
195. The Pair Detection 233
196. The Dead-Easy Location 234
197. The Nifty Key 235

Copyrighted material

The Ever Ready Principle 236

198. Spook Card 236
199. Ultimo 237
200. The Reversed Card 239
201. Wholesale Reversals 240
202. Mind Reading 240
203. The Spelling Trick 241
204. A Unique Reverse 242
205. "Unique Reverse" Notes 243
206. Speaking of Pink Elephants 243

The Jordan Count 247

207. The Phantom Aces 247
208. Jordan Count Notes 249
209. Red–Black Mix-Up 250
210. Indetecto 250
211. The Haxton Count 251

Copyrighted material

Impromptu Card Tricks

The tricks in this chapter can be done with a borrowed deck. There is little or no preparation and the tricks virtually work by themselves. The effects include easy card locations, impromptu predictions and a novel torn and restored card routine.

1. The Hourglass Card Trick

This trick is a swindle from start to finish. A simple placement is combined with an audacious location of the chosen card. At no time does the magician touch the deck. The effect contains the odd constraint that it can be performed only at certain times of the day.

A spectator shuffles his own pack and removes any six cards. From these he selects one for himself. He takes the balance of the deck and deals it into two face-down heaps, dealing a card alternately on each heap until he has dealt all the cards. The spectator places the chosen card on either heap. Then he places the remaining five cards on either heap. Finally, he places the heap that does not contain the chosen card on top of the other heap. The chosen card has thus been buried in the middle of the pack. It appears to be hopelessly lost but, in fact, it lies twenty-ninth from the top of the deck.

Glance at your watch and announce the time as, for example, 3:26. The spectator adds the number of the hour to the number of minutes (in this example 3 + 26) to get 29. Then he counts down to the twenty-ninth card and finds that it is his card.

The trick must be performed at these times:

1:28	7:22
2:27	8:21
3:26	9:20
4:25	10:19
5:24	11:18
6:23	12:17

Rather than take a chance that the spectator might miscall the time, glance at the watch, letting him see the time, then call out whichever of the appropriate times given above it happens to be. When the spectator adds the numbers and counts down to that number, he finds his card.

Copyrighted material

2. A New Card Discovery

Although it is generally believed that a riffle shuffle or dovetail shuffle will hopelessly mix the cards, this trick illustrates how a controlled outcome can be brought about. The trick is *not* surefire but a clever method is provided that allows you bring the trick to a successful conclusion every time.

A spectator removes any card from the deck, looks at it and places it on top of the deck. He cuts the deck and completes the cut. He may give the deck several straight cuts. Then he gives the deck a dovetail or riffle shuffle and another cut. The shuffled deck is handed to the performer. He looks through the deck and immediately finds the chosen card.

Method: Secretly note the top and bottom cards of the pack. We will assume the top card is the ♥A and the bottom card the ♦A. The spectator removes any card from the deck, looks at it and places it on top of the deck. Then he cuts the deck at about the middle and completes the cut. The chosen card is now between the red aces.

Cut about a quarter of the deck from top to bottom. Then have the spectator cut at about the midpoint and riffle or dovetail shuffle the two halves of the deck together. If you are not sure of the difference between these shuffles, refer to Figure 121. After the shuffle, the spectator can give the deck further cuts.

It appears as if his card is hopelessly lost in the pack, but in fact it is still between the red aces. Further, there are probably no other cards between the red aces. Take the deck from him, locate the red aces and remove the card between them.

On occasion you may find two or more cards between the red aces. Cut all of these cards to the top of the deck. Place the deck behind your back. Remove two cards from the bottom of the pack plus one card from the top. Ask if the chosen card is among them. If so, you know which it is since it must be the one you removed from the top of the pack. If not, discard these three cards and remove three more, one from the top and two from the bottom. Proceed in this way until you arrive at the chosen card. There will seldom be more than two or three cards between the aces, so the trick is quickly brought to a successful conclusion.

3. The Infallible Detection

The magician shuffles a borrowed deck of cards and hands the deck to a spectator for further shuffling. While the magician turns his back or leaves the room, the spectator deals any number of cards from ten to

Copyrighted material

20 off the top of the deck, notes the next card and places the dealt packet on top.

Returning to the room, the magician picks up the deck, removes a card and places it in his pocket. The spectator looks through the deck and finds that his card is gone. He then removes his card from the magician's pocket.

Method: When you first shuffle the deck, note the top card. Hand the deck to someone who you know shuffles the deck dovetail fashion. Watch while he gives the deck a shuffle.

In some cases the card you noted will remain on top after the shuffle. In other cases one or two cards will fall on top of the noted card. Simply remember how many cards fall on top of your noted card.

The spectator deals a packet of cards onto the table after you turn your back. Then he notes the top card of the deck and replaces the dealt packet onto his card. This places the key card directly above his chosen card. Simply go through the deck, find his card and drop it into your pocket.

If one card fell onto your noted card as a result of the spectator's shuffle, the spectator's card will be the second down from the key card when you look through the deck. If two cards fell onto the key card during the spectator's shuffle, the spectator's card will be third down from the key card.

4. "Infallible Detection" Notes

The principles of "A New Card Discovery" and "The Infallible Detection" can be combined as follows. Place the ♥A on top of the deck, the ♣A twenty-sixth from the top, the ♦A twenty-seventh from the top and the ♠A on the bottom of the deck.

Split the deck between the ♣A and the ♦A. Place the two packets side by side on the table. There is now an ace on the top and bottom of each half of the deck. Turn your back. Have the spectator shuffle the two halves of the deck together. Unknown to the spectator, there *must* be an ace on both the top and bottom of the deck after the shuffle.

The spectator jots down a number between 10 and 20 on a slip of paper, folds the paper and places it in his pocket. He deals off that number of cards from the top of the deck. Then he looks at the top card of the remainder of the deck and replaces that card on top of the deck. The dealt packet is placed on top of his card. Finally, he gives the deck a cut and completes the cut.

Take the deck and hold it so you can see the faces. With the aid of the left thumb, push cards from left to right, beginning at the face of the deck. Eventually you will come to a red ace. Whichever red ace you get to first, the card directly to the *right* of it is the chosen card. Pocket this card.

Copyrighted material

Beginning with the card immediately to the *left* of this red ace, count the number of cards up to and including the first black ace you come to. This number is the number the spectator chose when he dealt cards off the top of the deck.

Have the spectator look through the deck for his card. When he finds it is not there, have him remove it from your pocket. Then remind him that he has a slip of paper in his pocket with a number written on it. Appear to be concentrating, then reveal the number.

5. Forty-Nine

In this trick, the cards remain in the spectator's hands from start to finish. The trick is based on a well-concealed mathematical principle.

The spectator discards three cards from his deck, leaving him with 49 cards. He notes and remembers any card among those he holds. Then he deals the cards into seven face-up heaps, dealing from left to right, one card at a time. He announces which pile contains his card, counting from left to right. The mentalist, whose back is turned, says that he thought so. Then he has the spectator pick up the heaps by placing the seventh heap (i.e., the heap farthest to the right) on top of the sixth, the combined heap on top of the fifth, these on the fourth and so on.

To make certain that he has a clear mental impression of the spectator's card, the mentalist has the spectator deal the face-down pack into seven face-up heaps once more, dealing, as before, one card at a time from left to right. Again the spectator names the pile that contains his thought-of card. The mentalist says that now he is certain of the identity of the chosen card.

The spectator collects the heaps in order from right to left as before. He turns the pack face down and begins dealing cards off the top. After several cards have been dealt, the mentalist tells him to stop. The card stopped at proves to be the chosen card.

The above description is the exact effect. From start to finish, the mentalist never touches the cards.

Method: The method is based on a simple calculation. The packet that contains the chosen card on the first deal tells you the position of his card in its packet on the second deal. If for example his card was in the fifth packet on the first deal, it will be fifth from the top of its packet at the end of the second deal. If his card was in the first packet after the first deal, it will be on top of its face-up packet at the end of the second deal.

When the spectator announces which heap contains his card after the second deal, take one less than this number and multiply it by 7. To this add the position of his card after the first deal. The result is the present location of his card after the deck has been assembled.

Copyrighted material

For example, say his card was in the third heap on the first deal and the fifth heap on the second deal. The spectator then collects the heaps from right to left as described above. To determine the location of his card in the assembled deck, proceed as follows. Take one less than the second number and multiply it by 7. In this case we have $5 - 1 = 4$, and $4 \times 7 = 28$. To this add the position of his heap on the first deal. Since it was in the third heap on the first deal, we have $28 + 3 = 31$. Thus you know that after the deck has been assembled at the finish of the second deal, his card will lie thirty-first from the top of the face-down deck. The spectator deals cards off the top. When he has dealt 31 cards, call a stop. The last card dealt will be the chosen card.

As another example, assume his card was in the second heap on the first deal and the sixth heap on the second deal. Take $6 - 1 = 5$, and multiply $5 \times 7 = 35$. To this add 2 and you know that when the deck has been assembled, his card will be thirty-seventh from the top of the pack.

6. "Forty-Nine" Notes

A simple way to do the trick is to perform it over the telephone. Have the spectator deal the heaps out twice as described above. If his card was in the fifth heap on the first deal it will be fifth from the top of its face-up heap on the second deal. After he has dealt the cards out the second time, have him pick up the heap containing his card and call out the cards to you one at a time from top to bottom. When he calls out the fifth card, remember it. Wait for him to finish. Then reveal the card in a dramatic way and hang up the phone.

7. The Keystone Card Trick

A card is chosen and returned to the deck. One spectator picks a number, counts down to that card, but does not find the chosen card. Another spectator picks a number, counts down that many cards, but does not find the chosen card either.

Finally, another spectator takes the difference between the two numbers, counts down that many cards, and is surprised to find the chosen card.

Method: As you fan the deck for the selection of a card, push the ten top cards farther to the right than the others. Lift these ten cards for the replacement of the chosen card. The chosen card is now eleventh down from the top of the deck.

Say, "I want one of you to count several cards off the pack like this." As you patter, deal 11 cards onto the table, dealing the cards one at a

Copyrighted material

time into a face-down heap on the table. Replace them on top of the pack. Unknown to the audience, the chosen card is now on top of the deck.

Hand the pack to the first spectator and turn your back. Have him think of a number and deal that number of cards onto the table. When he has counted off the thought-of number, ask him to look at the last card he dealt off to see if it is the chosen card. Of course it will not be. Tell him to deal off an additional card and look at it. This card is not the chosen card either. He puts this card on the dealt heap. Ask him to replace the dealt cards on top of the deck.

Have a second party think of a number larger than the first spectator's number by at least 2. He deals off that many cards into a heap on the table. The last card dealt is looked at. It is not the chosen card. The dealt packet is replaced on top of the deck.

The third spectator is now asked to take the difference between the two numbers. If the first number was 8 and the second number was 18, he would get a difference of 10. He counts ten cards off the top of the deck, turns up the last dealt card and it is the chosen card.

8. Double Prediction

This card effect has attracted a great deal of attention because you reveal the location of each of two freely chosen cards with absolutely no secret information. You never know the identity of the cards, nor their original positions in the packet, yet you invariably bring the trick to a successful conclusion.

Twenty-one cards are used. A spectator is asked to remove any card from the packet. This card is to serve as a locator card. The spectator inserts the locator card anywhere in the packet. He then remembers the card on one side of the locator. Another spectator remembers the card on the other side of the locator.

Write "5–5" on a slip of paper and place the paper on the table. Then take back the packet from the spectator. Transfer cards one at a time from the left hand to the right hand as follows. Jog the first card up, then jog the next card down, then jog the next card up, jog the next down and so on, Figure 1, until you have gone through the packet. The order of the cards is not disturbed. Cards are jogged in place.

Strip out the upper packet and place it on top of the lower packet. Then perform the same up-jog–down-jog maneuver and strip-out again. Hold the cards so the faces are toward the audience at the conclusion of the mixing process. Fan the cards. Ask the spectator to remove the locator card. When he does, cut the packet at that point and complete the cut. Turn the packet face down.

Have the spectator cut off about half the packet and place it on the table. Then ask him to count the number of cards in the remainder.

Copyrighted material

Fig. 1

He counts the cards in this group one at a time into a heap on the table, thus reversing their order. At the completion of the deal, each chosen card will be fifth from the top of its packet.

Have the prediction read. The prediction numbers are 5 and 5. Each person counts down to the fifth card in his packet. These cards prove to be the chosen cards.

Jordan suggested that after the locator card is removed, you can slide the top card of the upper section to the bottom of the lower section. Then one card will be fourth from the top and the other card sixth from the bottom. In this case you would write "4–6" on the slip of paper instead of "5–5" and then proceed with the trick as described above.

Dai Vernon does the trick the same way Jordan described it, but he has added a clever idea for the ending. The slip of paper reads "5–6." At the finish when the locator card has been removed and the packet cut at that point, there is a chosen card five down from the top of the packet and another chosen card five up from the bottom. Vernon counts off the top ten cards without reversing their order and places this packet alongside the remaining 11-card packet on the table. The paper is now opened and read. One chosen card will be found fifth from the top of the first packet. The other chosen card will be found sixth from the top of the other packet.

The trick can be done with 20 cards plus the joker. The joker is the locator card. To keep the effect clear, have the joker inserted face up into the face-down packet. After the two shuffles, the joker can be found merely by spreading the cards between the hands. Simply cut the packet and complete the cut so that the joker is on top of the packet. Deal it off, then proceed with the rest of the trick.

9. Mephisto's Prediction

In this self-working mystery a randomly chosen card is brought to a known position in the deck by a subtle means. As seen by the audience, the magician writes a number on a slip of paper. Then the spectator

Copyrighted material

inserts the joker into the middle of the deck and remembers the card directly above it. The joker remains in the deck.

He then deals the cards into four heaps, dealing from left to right, a card at a time, until he has dealt the entire deck. The heaps are picked up from right to left, the fourth heap going on top of the third, then this combined heap going onto the second, and this combined heap going onto the first.

The joker is removed. The spectator reads the paper. It bears the number 11. He counts down to the eleventh card and it is his card.

The trick may be repeated immediately. The same procedure is used, but the chosen card ends up at a different number.

Method: The spectator inserts the joker into the deck and notes the card directly above it. Then the deck is dealt into four heaps and reassembled as described above. You explain that dealing the cards mixes them better than any shuffle. After the deck has been reassembled, spread or fan the cards from left to right with the faces toward the spectator. Have him remove the joker. Break the deck at the point from which the joker was removed. After the deck has been broken or separated, transfer two cards from the top of the lower heap in the left hand to the face or bottom of the upper heap in the right hand.

Place the left-hand packet on top of the right-hand packet. The chosen card is now eleventh from the top of the deck.

The repeat makes use of a subtle variation of the pick-up. Instead of picking up the dealt packets from right to left, pick them up from left to right. Have the joker removed from the deck. Break or separate the deck at the point from which the joker was removed. Then run two cards from the top of the left-hand portion to the bottom of the right-hand portion. Place the left-hand packet on the right-hand packet. The chosen card will be thirty-eighth from the top of the deck.

To make it easier for the spectator to find the joker, have the spectator insert the joker face up into the face-down deck. Later, when you want to remove the joker from the deck, spread the cards face down from left to right.

Remember that the joker must be inserted near the middle of the pack. If the spectator inserts it near either end of the deck, the chosen card will end up twelfth from the top instead of eleventh. In the event this happens, it is easily covered in the presentation. After the spectator counts 11 cards, if his card is not the eleventh have him turn over the top card of the deck and it will be his card.

The entire trick may be done with the cards in the spectator's hands. Write the number 12 on a slip of paper. Have a face-up joker inserted into the center of the deck. The spectator notes the card above the joker. He then deals the deck into four heaps from left to right, and gathers them from right to left. Then he spreads the deck and cuts the joker to the top. The joker is discarded. He reads the prediction, deals off 12 cards from the top of the deck and turns over the next card. It will be his card.

Copyrighted material

10. The Sequel

Jordan suggested using this trick as a sequel to "Mephisto's Prediction." After doing the previous trick, discard the spectator's card from the pack, saying it might adversely influence the feat you are about to do. This reduces the deck to 52 cards including the joker. On a slip of paper write the numbers 10 and 16, fold the paper and place it aside.

The spectator inserts the joker into the deck and notes the card directly above the joker. He also remembers the card directly below the joker. He then deals the deck into four heaps, dealing from left to right. Pick up the packets from right to left as in the previous trick.

Fan the deck with the faces toward the spectator. Have him remove the joker. Break the deck at the point where the joker was removed and transfer three cards from the top of the left-hand packet to the bottom of the right-hand packet. Then cut the deck at this point and complete the cut.

Place the deck on the table. Have the spectator cut off about half and place this packet aside. Then have him count the cards in the bottom half. He does this by dealing the cards one at a time into a heap on the table, thus reversing their order.

Have the slip of paper opened and read. The spectator deals ten cards off the top of the upper half and finds one chosen card. Then he deals 16 cards off the top of the other half and finds the other chosen card.

11. Master Stop Trick

Four cards are chosen and returned to the deck. The spectator then deals the deck into four heaps and gathers the heaps in any order. Cards are dealt off the top of the deck. The magician calls stop. The next card proves to be the selected card. The magician correctly stops the deal at the second and third chosen cards, each time saying stop just before the chosen card is dealt.

He has trouble with the fourth chosen card. When its identity is made known by the spectator, the magician says, "No wonder I couldn't tell you where to stop. That card isn't in the pack at all." The card is then produced from the magician's pocket.

Method: Use any borrowed complete deck of 52 cards. Glimpse the bottom card. This card will serve as your key card. Have four cards chosen from the deck. When the four cards have been withdrawn, grasp the deck from above with the right hand. Count 13 cards from the bottom by releasing them, one at a time, from the right thumb and cut them to the top.

Copyrighted material

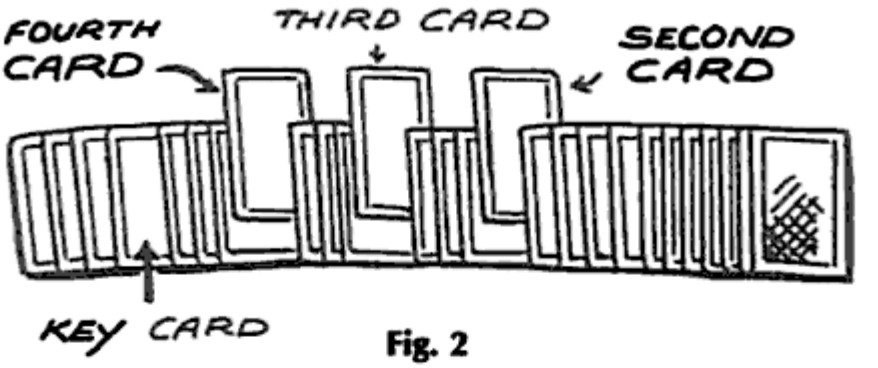


Fig. 2

If you do not use the thumb count, simply spread the deck between the hands, silently count 13 cards from the bottom, and cut the deck at that point. Still another method is to glimpse the card thirteenth from the top of the deck prior to performance. In any case, at this point you know the identity of the thirteenth card from the top.

Cut off about half the cards. Take the top half in the left hand. Have the first chosen card replaced on top of the left-hand packet. Then place the other half on top of all but secure a left-little-finger break between the packets as you do so.

Spread the cards between the hands. When you get to the break, push four cards over and have the second chosen card returned at that point.

The thumb pushes over three more cards. The third chosen card is then returned at that point. The thumb then pushes over three more cards. The fourth chosen card is returned at that point. The situation showing the chosen cards and the key card is indicated in Figure 2.

Square the deck and hand it to anyone, requesting him to deal it into four face-down heaps, a card at a time to each heap. When he has done this, the four chosen cards will lie together in one of the heaps, and the key card will be directly above the chosen cards.

Have the heaps assembled in any order. Now ask the spectator to deal cards one at a time off the top of the deck, turning each face up as he deals. As he deals, remark that you will show him an interesting experiment in telepathy.

He deals until he turns up the key card. Suddenly stop him, saying that you want to make the experiment more difficult. He does not know it but the four chosen cards are on top of the deck at this point. Pick up the dealt cards and have him place them on the bottom of the deck. Then tell him to deal the cards into four heaps, a card at a time to each. At the finish there will be a chosen card at the bottom of each face-down heap. Have him assemble the heaps in any order.

Now have him take four or five cards from the top of the pack. You must know the number. We'll assume he took five cards. Lift up slightly more than half the pack and have the five cards placed into the pack at that point.

The first chosen card was 13th from the top, but since he removed

Copyrighted material

five cards from the top, the first card now lies eighth (13 − 5 = 8) from the top of the pack. The second card is thirteenth down from that card. The third chosen card is thirteenth down from that plus the five cards the spectator inserted into the pack, making it eighteenth down from the second chosen card. The last chosen card is on the bottom of the deck.

Hold the deck in the left hand. Take cards with the right hand one at a time as you deal off the top. Toss the eighth card to one side. Ask someone to turn it up to verify that it is one of the chosen cards. As he does, secretly thumb off the bottom card into the jacket pocket.

Hand the deck to a spectator. Have him deal. Stop him on the thirteenth card and show that it is one of the chosen cards. He continues to deal. Stop him after he has dealt 18 cards, again showing that you have stopped him at a chosen card. Finally, pretend to have trouble with the last card. Ask that it be named. Then produce it from your pocket.

The trick can be made easier if, when you reach the point where the four chosen cards are on top of the deck, you take the deck from the spectator and ask him to shuffle the packet he just dealt onto the table. As he does, thumb off the top three cards of the deck into the pocket. These are three of the four chosen cards.

He replaces the dealt packet on top of the deck. Since you mentally counted the number of cards in this packet as he dealt them off into a face-up heap, you know the location of the first chosen card.

Have the spectator deal cards until he has dealt this number. Say stop. He turns up the next card and it is one of the chosen cards. Have him shuffle the balance of the deck and deal more cards. Stop him after he's dealt nine or ten cards. Take the next card and place it in your pocket. Do the same thing twice more. When you apparently remove the three cards from your pocket you actually remove the three chosen cards secretly placed there earlier. All that remains is to have the spectators verify that these are indeed their cards.

12. The Spirit Mathematician

This trick is one of the few published instances where the paths of Jordan and Arthur Findley seem to have crossed.

From a pack of ordinary cards the performer takes about half and drops this packet into his jacket pocket. The pocket has previously been shown empty. The spectator with the other half of the deck looks through his cards and names any card. Say he names the ♠6.

The performer reaches into his pocket, removes a card, and it is a Spade, matching the suit of the spectator's card. Then he reaches into

Copyrighted material

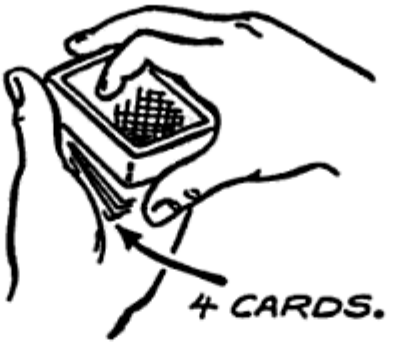


Fig. 3

his pocket and removes one or two cards. It is seen that the sum of the values of these cards exactly matches the value of the spectator's card.

Only a borrowed pack is used.

Method: When you first get the deck, look through it to see if there are any jokers. As you do, place an ace, a 2, a 4 and an 8 on the bottom of the pack. These four cards must be of different suits. As an example, they might be the ♠A, ♥2, ♣4 and ♦8.

Anyone cuts off about half the deck and shuffles his cards. As he does, hold the lower portion of the face-down pack in the left hand. Bring the right hand over it and release the bottom four cards with the right thumb, Figure 3. Then take this packet from above with the right hand, fingers at the outer end, thumb at the inner end, the thumb maintaining the break above the bottom four cards. These four cards are the ace, 2, 4 and 8.

The shuffled portion is taken back from the spectator with the left hand. Turn to the left for the purpose of handing the unshuffled portion to a spectator. As you do, the hands come together, enabling you undetected to drop the four cards below the right thumb break onto the top of the left-hand packet. The left-hand packet is immediately placed in the jacket pocket. The other half of the deck is given to the spectator.

The top four cards of the packet in the jacket pocket are in a known order. The crux of the method is that you can bring forth any suit called out and, by the proper combination of cards, you can bring out a group of cards that will total any value between 1 and 13.

If the spectator names the ♣A, first bring out the Club card, then return it to the pocket. Next bring out the ace. Thus you have matched the suit and the value of the card named by the spectator.

If he names the ♦5, first bring out the Diamond (♦8 in our example), and then return it to the pocket. Then bring out the ace and the 4. The values total 5, thus matching the value of the card named by the spectator.

In our example the spectator named the ♠6. First remove the Spade (♠A in our example), showing that you removed a card of the suit named by the spectator. Return the Spade to the pocket. Then remove the 2 and the 4. The values total 6, so you have matched the value of the card named by the spectator.

Copyrighted material

13. The Five Guesses

From a borrowed shuffled deck the spectator removes any card, remembers it and shuffles it back into the deck. Taking the deck, the wizard says that, given five guesses, he can locate the card. He deals the deck into two heaps, one face up and the other face down. He asks if the chosen card is in the face-up heap. If it is, he removes a card from that heap as his first guess. If it is not, he removes a card from the other heap as his first guess. If he is right and the card he removes is the chosen card, the trick ends there.

Otherwise, the cards are gathered, the deck freely shuffled, and once again dealt into two heaps. The procedure is repeated as often as necessary. The performer will always find the chosen card on or before the fifth guess.

Method: The dealing procedure incorporates a process of elimination in a subtle way. Hold the deck so you can see the faces of the cards. On the first deal the odd Spades and Hearts and the even Clubs and Diamonds are dealt into a face-up heap. The balance of the deck is dealt into a face-down heap. Ask if the chosen card is in the face-up heap. If the answer is yes, you know the chosen card is one of those 26 cards. Otherwise you know it is one of the 26 cards in the other half of the deck. The point is that you have eliminated half the deck on this round. On the subsequent four rounds you will eliminate all but one card by using exactly the same procedure.

After the cards have been dealt the first time, remove any card from the heap that contains the chosen card. If you are wrong, gather all the cards into a face-down deck and give the deck a few shuffles.

Again deal into two heaps, one face-up and the other face-down. If the card was in the face-up heap on the first round, deal odd Spades and Hearts into the face-up heap. Deal even Clubs and Diamonds into the face-down heap on the second round. The balance of the deck is dealt randomly to both heaps.

On the other hand, if the chosen card was originally in the face-down heap on the first round, deal all even Spades and Hearts into the face-up heap on the second round, odd Clubs and Diamonds into the face-down heap. The balance of the deck is dealt randomly into the two heaps.

Ask if the chosen card is in the face-up heap. Whatever the reply, the chosen card must now be one of 13 cards. Remove one of these 13 cards from the pile containing the chosen card. If you are wrong, you nevertheless know if the chosen card is odd or even, and you know it must be one of 12 cards. Further, you know if the card is a Spade or a Heart, or if it is a Club or a Diamond. For example, if the spectator said his card was in the face-up heap on the first two rounds, you know the card is odd and that it must be a Spade or Heart. You do not know which suit, but the third deal answers that question.

Copyrighted material

Gather the cards and give the deck a shuffle. We will assume the chosen card was in the face-up packet on the second round. On the third round, deal the deck into two heaps. The odd Spades go into the face-up heap. The odd Hearts go into the face-down heap. The rest of the deck is dealt randomly. Ask if the chosen card is in the face-up heap. If the answer is yes, you know the card must be an odd Spade. Remove one of these cards and ask if it is the chosen card. If the spectator says his card is in the other heap, the chosen card must be an odd Heart. Remove one of the odd Hearts and ask if this is the chosen card.

If the answer is no on the third round, gather the deck and give it a good shuffle. You now know that the chosen card was, for example, an odd Heart. Deal the ♥A, ♥3 and ♥5 into the face-down heap. Deal the ♥7, ♥9, ♥J and ♥K into the face-up heap. The rest of the deck is divided randomly between the two heaps. Ask if the chosen card is in the face-up heap. If the answer is yes, remove any one of the odd Hearts and ask if it is the chosen card. Assume you guess the ♥7.

For the purpose of this example, we will assume the answer is no. Gather the deck, shuffle the cards and again deal into two heaps. Deal the ♥9 and ♥J into the face-up heap, the ♥K into the face-down heap. The rest of the deck is divided between the two heaps. Ask if the chosen card is in the face-up heap. If the answer is no, you know the chosen card must be the ♥K. Otherwise, remove the ♥9 and ask if it is the chosen card. If it is, the trick is over. Otherwise you know the card is the ♥J, and conclude the trick successfully on the fifth round.

It is only on the first round that all 52 cards must be dealt into their proper heaps. Thereafter, at least half the deck is dealt randomly, meaning that the deal can be done rapidly. Since so many cards are dealt randomly on each round, anyone looking for a system must come up blank. Finally, note that it is not necessary to have the spectator choose a card. He can simply think of a card. You then proceed to find the thought-of card within five guesses.

14. "Five Guesses" Notes

The principle used in this trick might be better grasped by showing an example of how it works. Take any 16 cards from the deck. Fan them and have the spectator think of one. When he has done this, shuffle the 16 cards, then reverse every other card.

Spread the packet so he can see the faces of eight cards. Ask him if he sees his thought-of card. If he does, square up the packet, place it behind your back, take the top eight cards and turn them over. Then place them on the bottom of the packet. If, when you fanned the packet, he did not see his card among the eight face-up cards, place the packet behind the back, turn it completely over, then remove the first eight cards, turn them over and replace them under the packet.

Copyrighted material

Bring the packet out into view again. Spread the cards and ask if he sees his card. If he does, place the packet behind the back, lift off the top four cards, turn them over as a unit, and replace them under the packet. If he does not see his card, place the packet behind the back, turn it completely over, then take the first four cards, turn them over and replace them under the packet.

Bring the packet into view again. Spread the cards so the spectator can see the faces of the eight face-up cards. Ask if he sees his card. If he does, place the packet behind the back, take the top two cards, turn them over and replace them on the bottom of the packet. If he does not, turn the packet over first, then take the top two cards, turn them over as a unit and replace them on the bottom of the packet.

Bring the packet into view a final time. Ask if he sees his card. If he does, it is the card second in from the top of the packet. If he does not, it is the second card from the bottom of the packet.

Note that with a 16-card packet we had to ask four times if the spectator saw his card. In "The Five Guesses," five questions were required to narrow the choice from 52 cards to a single card. The reason is that Jordan did not ask one question on each round. He asked two. First he asked if the spectator saw his card in the packet shown to him. Then he removed a card from the appropriate packet and asked the spectator if this was his card. By this clever means he allows the spectator a choice from among the full complement of 52 cards.

15. The Incomprehensible Destroyed Card

Simple props and natural handling are combined to produce a baffling trick. The only requirement is a deck of cards. You may want to use an old deck since cards are going to be torn. As the audience sees it, a freely chosen card is torn in quarters with the *face* of the card toward the audience. That same card is then restored.

There are no gimmicks or duplicate cards, but a duplicate card is created in a subtle way that cannot be detected.

Method: With the shuffled deck face up in the left hand, go through the pack, apparently counting the cards to make sure the deck is complete. In reality you watch for all the 6's, 7's and 8's, and run them to the back or top of the deck as you come to them. This done, place the deck face down in the left hand. The top 12 cards are the 6's, 7's and 8's.

Ask the spectator to name a number from 1 to 12. Whatever the number, deal down to it, remove the card at that number and turn it face up on the table. Pick up the dealt cards and replace them on top of the deck. You will find a near-duplicate of his card in the following way. If he chose a 6-spot or an 8-spot, find the 7 of the same suit and

Copyrighted material

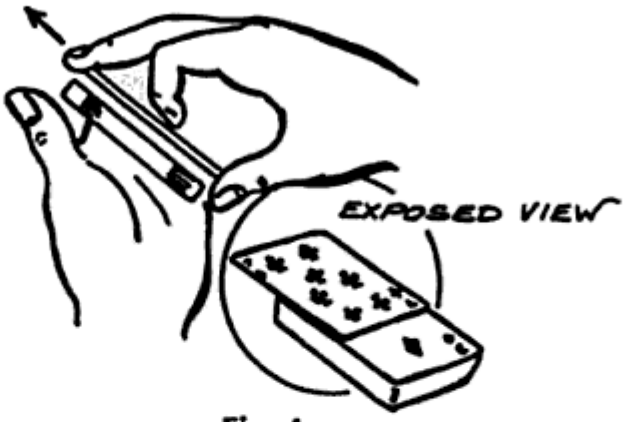


Fig. 4

cut it to the bottom of the deck. If he chose a 7-spot, cut the 8 of the same suit to the bottom. In our example we will assume he chose the ♣7. Cut the ♣8 to the bottom of the pack.

Cut the deck into two heaps. Take back the chosen card and place it on the face or bottom of the lower heap. The ♣7 will thus be the face card of the heap with the ♣8 in back of it.

Turn this packet face up and hold it in the left hand. The right thumb lifts up the two face cards as shown in Figure 4, and slides the double card forward so it is outjogged. The audience thinks you are merely jogging the ♣7. The odd center pip of the ♣7 should be at the outer end, as shown in Figure 4.

Place this heap face down on top of the other heap. The double card now projects from the center of the deck. Turn the deck face up and hold it firmly in the left hand. The right hand then tears off the index corner of both cards as if they were one. Hand the genuine ♣7 index to the spectator, retaining the ♣8 index palmed in the hand. Drop the ♣8 index into the pocket.

Turn the deck face down. Appear to remove the ♣7, but in reality, push it back into the pack and remove the ♣8 instead, Figure 5. Place the deck on the table. Hold the ♣8 in the left hand with the fingers at the face hiding the index corner and the extra pip, Figure 6. The result is that this card looks exactly like the ♣7.

Take the corner from the spectator and fit it against the card in hand. The corner fits, thus providing further proof that this card is the ♣7.

Tear the ♣8 in half across the middle. Place the portion with the ♣8 index behind the other part of the torn card. This hides the index from view and allows you to display the torn pieces freely. Then tear the card in half again. Pretend to place the pieces in the left hand, but retain them in the right hand. An easy method is to hold the pieces on the right palm, Figure 7. The left hand pretends to take them. As the left hand moves away it closes into a fist. The right fingers curl around the pieces and the right forefinger points to the left hand, Figure 8, as the left hand moves to the left. The right hand then drops the pieces into the right jacket pocket.

Copyrighted material

Fig. 5

Fig. 6

Fig. 7

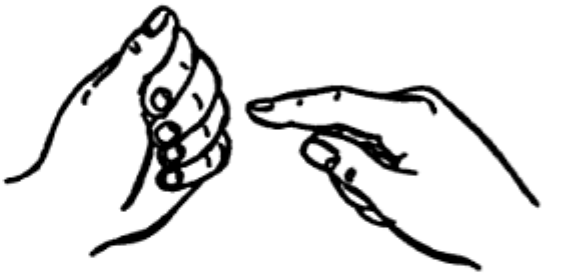


Fig. 8

With the right hand cut the deck at the real ♣7. This is easy to do because the torn card acts as a corner-short card. Pretend to drop the torn pieces into the deck at this point. Hand the deck to the spectator. Have him look through the cards. He finds that the ♣7 is now restored. One corner is missing and, of course, this matches the ♣7 index corner in his possession.

16. "Incomprehensible Destroyed Card" Notes

These are handling ideas the reader may wish to add to "The Incomprehensible Destroyed Card." After the ♣8 has been torn into quarters, place the torn pieces on the table. Place the deck face down in the left hand. The right hand lifts it up at the inner end of the deck, separating the deck at the ♣7. As noted earlier, this is easy to do because the lower left corner of the ♣7 is missing. Hold the deck open with the left hand.

Copyrighted material

Fig. 9

Fig. 10A

Fig. 10B

Fig. 11

The right hand picks up the pieces of the ♣8 and pretends to insert them into the break. Actually they go *under* the deck, into the left palm, Figure 9. The deck itself hides the move from the audience.

Square the pack. The right hand lifts the deck from above. The left hand then goes to the left jacket pocket for a coin or other object. Leave the torn pieces in the pocket. Remove the coin and draw an imaginary *X* on the back of the deck. Return the coin to the pocket.

This next sequence convinces the audience that the torn pieces are in the center of the deck. The right hand again cuts at the ♣7, lifting the upper portion of the deck just enough to establish a break over the ♣7 that can be retained by the left fingertips. Pull the inner-right corner of the ♣7 out of the deck a bit, as shown in Figure 10A. Then take the torn index corner of the ♣7 and place it in the deck on top of the protruding corner. Display the deck as in Figure 10B. This gives the appearance of a number of torn pieces protruding from the center of the deck. As you add the ♣7 index corner, say, "I could try it with all four pieces but it's easier with three."

Place the torn index corner on the table. Square the ♣7 into the deck. Hold the deck by the lower left corner, thumb on top and fingers below. Riffle the right side of the deck with the right fingers. The torn card will pop out of the deck, Figure 11. Let the spectator remove it and verify that the ♣7 has restored itself.

17. Card Tearing

In the August 1915 issue of Thayer's *Magical Bulletin*, Jordan described a novel way of performing the torn-and-restored-paper effect. It has since become the universally preferred method of performing this

Copyrighted material

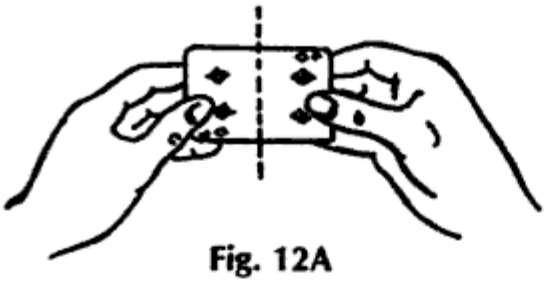


Fig. 12A

Fig. 12B

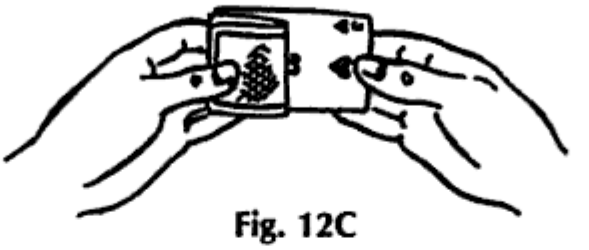


Fig. 12C

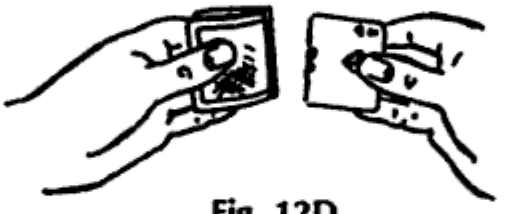


Fig. 12D

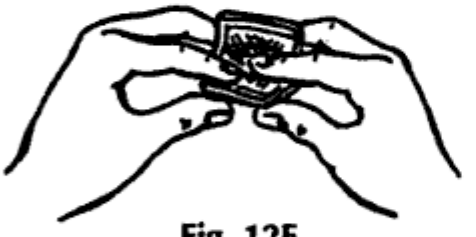


Fig. 12E

Fig. 12F

type of effect, especially in the context of the torn-and-restored-playing-card effect.

To present the trick, secretly place a card in back of the card that is to be torn. In our example, place the ♥3 behind the ♦4. Hold the double card as shown in Figure 12A. The back of the card is toward the audience. Fold the double card in half from right to left, Figure 12B. Crease the card along the fold. Then open the ♥3 only, as shown in Figure 12C. The ♦4 remains folded in half.

Tear off the right-hand half of the ♥3, Figure 12D. To the audience it appears as if the ♦4 is being torn in half. The half-card in the right hand is placed in front of the cards in the left hand. Fold the apparatus in quarters by holding it between the thumb and middle finger of each hand. Press down with the forefingers to begin the fold, Figure 12E, and then complete the fold, Figure 12F.

Copyrighted material

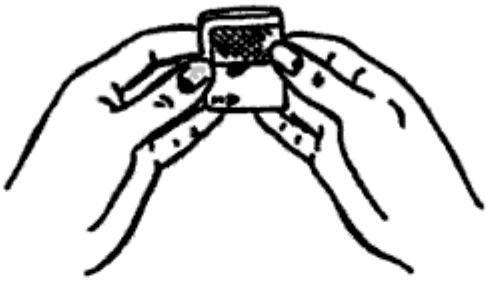


Fig. 12G

Now you apparently open the card. Really you open only the ♥3, Figure 12G. The ♥3 segment consists of two thicknesses of playing card. Tear these off and place them in front of the segments in the left hand. Note that the ♦4 remains folded in quarters.

All of the torn segments are now in front. Since these are relatively small, you can palm them off. Another method is to cover the apparatus with a handkerchief. Toss the torn pieces into the jacket sleeve. Remove the handkerchief and show the ♦4 restored. The ♦4 can be signed by the spectator at the beginning of the trick.

Copyrighted material

CHARLES JORDAN'S BEST CARD TRICKS

Karl Fulves

One of the legendary figures in the history of card magic, Charles T. Jordan (1888–1944) is known for the astonishing range of his inventive ability, the subtlety of his thinking and the fact that so many of his creations have become magic classics. Although he did not perform in public, he profoundly influenced later generations of magicians and his writings embody many of the fundamental principles used in card magic today.

In the present volume, one of today's best-known writers on magic has compiled a wealth of Jordan's most impressive card tricks—impromptu tricks, banded-deck tricks, stacked-deck tricks, sleight-of-hand tricks, prepared-card tricks, shuffle systems, four-ace tricks, tricks using stripper decks and one-way decks and many more. Now you can learn amazing feats of card manipulation that not only baffle laymen but fool professional magicians as well. To aid the amateur performer, Karl Fulves has completely rewritten each trick, added explanatory details where necessary, and suggested simpler alternative techniques to complicated or advanced methods.

By following the carefully written and illustrated instructions in this book you can add these mystifying manipulations to your card conjuring repertoire: The Incomprehensible Destroyed Card, The Triple Escape, Psychic Prediction, Quadruple Concentration, Bewildero, An Impromptu Detection, Satan's Prophecy, The Demon Color Change, Long-Distance Mind Reading, The Bewitched Aces, The Master Riddle, The Electrified Strippers, The Stabbed Pair and scores of others. Over 260 illustrations by Joseph Schmidt augment the text and demonstrate the techniques needed to master each trick.

Original Dover (1992) publication. 265 black-and-white illustrations. Introduction. 272pp. 5⅜ × 8½. Paperbound.

ALSO AVAILABLE

SELF-WORKING CARD TRICKS: 72 FOOLPROOF CARD MIRACLES FOR THE AMATEUR MAGICIAN, Karl Fulves. 113pp. 5⅜ x 8½. 23334-0 Pa. $5.95

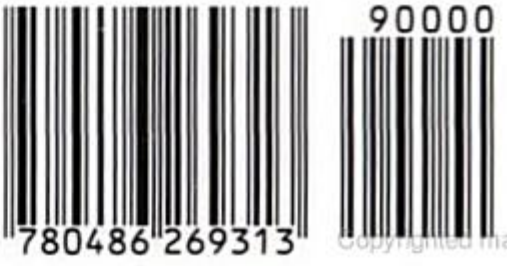
MORE SELF-WORKING CARD TRICKS: 88 FOOLPROOF CARD MIRACLES FOR THE AMATEUR MAGICIAN, Karl Fulves. 96pp. 5⅜ x 8½. 24580-2 Pa. $5.95

ENCYCLOPEDIA OF CARD TRICKS, edited by Jean Hugard. 402pp. 5⅜ x 8½. (Not available in British Commonwealth including Canada.) 21252-1 Pa. $9.95

Free Dover Complete Catalog (59069-0) available upon request.

See every Dover book in print at
www.doverpublications.com

ISBN 0-486-26931-0



$9.95 IN USA

Copyrighted material